

Listing of Claims:

(Claims 82, 90, 92, 93, and 96-101 have been amended)

Rule
1:126
21
82. (Currently Amended) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for the group of users to share;

assessing, during the session, at least one user's understanding in an area of the subject ~~to track performance~~; and

allowing some of the users to interact among themselves privately, separate from at least one other user.

22
83. (Previously Presented) A computer-implemented group-learning method as recited in claim ²¹82 further comprising customizing the training of the at least one user on the subject based on assessing that user's understanding.

23
84. (Previously Presented) A computer-implemented group-learning method as recited in claim ²¹82 further comprising recording the session to allow for later playback.

24
85. (Previously Presented) A computer-implemented group-learning method as recited in claim ²¹82 further comprising registering the users for the session.

25
86. (Previously Presented) A computer-implemented group-learning method as recited in claim ²¹82 wherein, at least for some of the users, each is represented by a symbol on a screen that can be seen by the other users during the session.

²⁰
~~87~~. (Previously Presented) A computer-implemented group-learning method as recited in claim ~~82~~²¹ wherein at least one user's face can be seen on a screen by other users during the session.

²¹
~~88~~. (Previously Presented) A computer-implemented group-learning method as recited in claim ~~82~~²¹ further comprising allowing an instructor to observe a user during the session.

²⁸
~~89~~. (Previously Presented) A computer-implemented group-learning method as recited in claim ~~82~~²¹ further comprising providing materials for a user to learn at the user's pace during the session.

²⁹
~~90~~. (Currently Amended) A computer-implemented group-learning method as recited in claim ~~82~~²¹ further comprising:

allowing a user to create notes while working on the subject; and
allowing the user to identify an area in the retrieved materials and copying the said area to the user's notes.

³⁰
~~91~~. (Previously Presented) A computer-implemented group-learning method as recited in claim ~~90~~²⁹ wherein the user's notes can be saved to allow for later review.

³¹
~~92~~. (Currently Amended) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for the group of users to work on share;

representing, at least for some of the users, each by a symbol on a screen that can be seen by the other users during the session; and

allowing at least one user's face to be seen on the screen by other users during the session.

³²
~~93.~~ (Currently Amended) A computer-implemented group-learning method as recited in claim ~~92~~³¹ further comprising assessing, during the session, at least one user's understanding in an area of the subject ~~to track performance~~.

³³
~~94.~~ (Previously Presented) A computer-implemented group-learning method as recited in claim ~~92~~³¹ further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.

³⁴
~~95.~~ (Previously Presented) A computer-implemented group-learning method as recited in claim ~~92~~³¹ further comprising recording the session to allow for later playback.

³⁵
~~96.~~ (Currently Amended) A computer-implemented group-learning method as recited in claim ~~92~~³¹ further comprising:

allowing a user to create notes on the subject; and

allowing the user to identify an area in the retrieved materials and copying the said area to the user's notes.

³⁶
~~97.~~ (Currently Amended) ~~A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:~~

~~setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;~~

~~allowing a user to share a drawing generated by the user with other users, with the user's changes in the drawing being seen by the other users in real time during the session;~~

~~retrieving materials related to the subject during the dialog session for the group of users to share;~~

~~allowing an instructor to observe a user during the session; and~~

~~recording the session to allow for later playback;~~

~~wherein the method also comprises registering the users for the session.~~

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;

retrieving materials for a user to work on the subject;

allowing the user to create notes while working on the subject; and

allowing the user to link a piece of notes created to an area of the materials retrieved.

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98. (Currently Amended) ~~A computer-implemented group-learning method as recited in claim 97 further comprising assessing, during the session, at least one user's understanding to track performance.~~

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;

retrieving materials for a user to work on the subject;

allowing the user to create notes while working on the subject; and

allowing the user to cut an area in the retrieved materials and paste the area to the user's notes.

38
99. (Currently Amended) ~~A computer-implemented group-learning method as recited in claim 97 further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.~~

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn, such that during such dialogue, one user can share a drawing with the other users, and changes made in the drawing can be seen by the other users as the changes are made;

retrieving materials related to the subject for a user, with at least a portion of the materials tailored to the user, such that the materials retrieved can be different for a different user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

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100. (Currently Amended) ~~A computer-implemented group-learning method as recited in claim 97 further comprising providing materials for a user to learn at the user's pace during the session.~~

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

allowing some of the users, which can be more than two, to engage in a separate dialogue privately among themselves, apart from at least one other user, such that during such dialogue, one user can transmit a drawing to the other users, and during such dialogue, materials on a problem regarding the subject can be sent to the users to allow them to work on the problem;

retrieving materials related to the subject for a user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

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101. (Currently Amended) ~~A computer-implemented group-learning method as recited in claim 97 further comprising:~~

allowing a user to create notes on the subject; and

allowing the user to identify an area in the retrieved materials and copying said area to the user's notes.

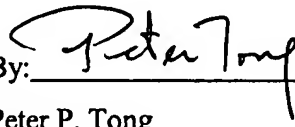
A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;
retrieving materials related to the subject, during the dialogue session, for at least one of the users to work on;
asking at least one user to respond to an inquiry during the dialogue session;
retrieving materials related to the subject for a user; and
allowing the user to individually work on the retrieved materials not during the dialogue session.

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Respectfully submitted,

Peter P. Tong
1807 Limetree Lane
Mountain View, CA 94040
(650) 625-8192

By: 
Peter P. Tong
Registration No.: 35,757